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Type-7 'SAKHAROV'
Shuttlecraft in action



STAR TREK: THE NEXT GENERATION
'All Good Things'

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Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

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Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd
Trade distribution by DDL (Tel. 0171-221 8855)

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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 3



THE UNITED FEDERATION
OF PLANETS

24th CENTURY EARTH

The planet Earth, in the 24th century, is an integral part of the United Federation of Planets. Both Starfleet Headquarters and Starfleet Academy are situated on Earth in the beautiful city of San Francisco.

Earth, the third planet orbiting an unremarkable yellow star known as **Sol**, is a **Class-M planet**. The home of the human race, it lies in **Federation Sector 001**, and is one of the founding members of the **United Federation of Planets**. Earth is a cultural, scientific, and political center, and is home to several important institutions. The Federation

government is located in Paris, France; **Starfleet Headquarters** and **Starfleet Academy** are located in San Francisco, a beautiful city in North America.

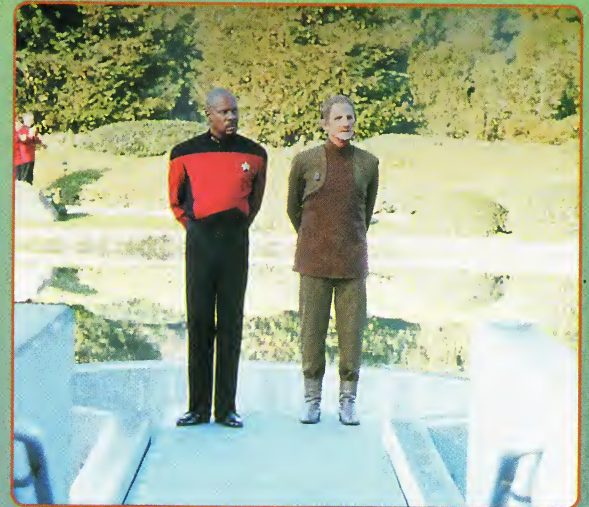
Utopian society

In the 24th century, Earth is a virtual utopia. The high level of human technology means that, after centuries of struggle, poverty and hunger have been eliminated. The needs of all Earth citizens can be

provided for by **replicators**. However, a significant proportion of the population still use traditional methods to prepare their food. The **Picard** family vineyard in Labarre still makes wine, and **Captain Benjamin Sisko's** father, **Joseph Sisko**, still prepares food by hand at his restaurant in New Orleans.

Center of excellence

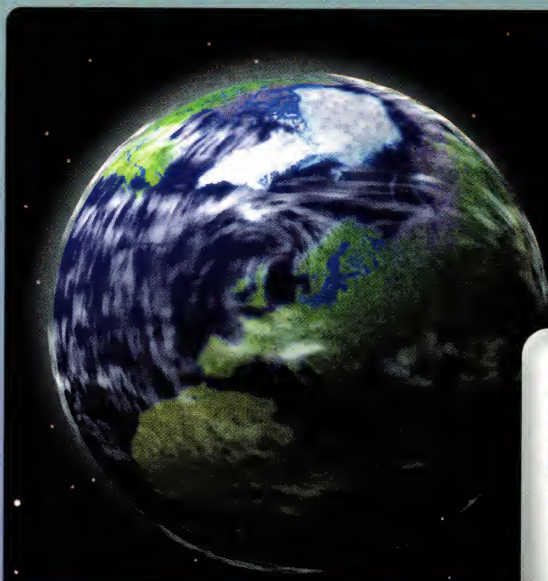
Earth is a center for learning. The University of



Earth: a planet to be proud of

Like many Starfleet officers, **Captain Benjamin Sisko** often finds himself acting as a guide to alien colleagues, such as **Odo**, who are visiting Earth for the first time.

A LOOK AT EARTH



A planetary guide

Earth is perfectly situated in orbit around its star, **Sol**, to provide for a wide variety of flora and fauna. Besides being the homeworld of the human race, Earth is the headquarters for the United Federation of Planets with its main assembly in Paris and its Academy and Headquarters in San Francisco.

Planet	Earth
Class	M
Reg. No.	1
Coordinates	Sector 001

Native name	Earth
Primary star	Sol
Surface	Two thirds water with various land elevations
Atmosphere	Oxygen/nitrogen
Description	Standard gravity
Moons	One
Life Forms	Mammalian, marine, insect, reptilian, avian, plant, microscopic

Important Features Supporting millions of life forms, from simple amoeba to humanoid. Temperatures and landscape range from arctic to desert.

Starship Log STAR TREK: THE NEXT GENERATION 'Conspiracy', 'First Duty', 'Family'; STAR TREK: DEEP SPACE NINE 'Homefront', 'Paradise Lost'; STAR TREK: VOYAGER 'Caretaker'

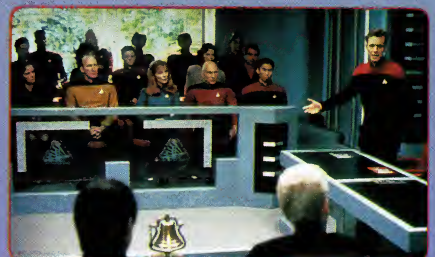


Personnel at Starfleet Headquarters and its environs enjoy a scenic view at every turn. Such gardens are commonplace through much of 24th century inhabited Earth.



Starfleet Academy

Like its sister building, Starfleet Headquarters, the Starfleet Academy grounds feature their own intricate and well-kept outdoor design. Groundskeepers, such as **Boothby**, look after these botanical wonders.



Inside Starfleet Academy

Starfleet Academy can be the setting for investigations. Here, **Nick Locarno** explains the circumstances of his and his squadron's actions which resulted in the unfortunate death of a fellow cadet.

▼ The elaborate gardens of Earth, such as those on the Starfleet complex, are among the many 24th century tasks still requiring a hands-on touch. Below, Captain Picard meets with his old friend, groundskeeper Boothby, in 2368.



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 3

24th CENTURY EARTH



THE UNITED FEDERATION
OF PLANETS



GALAXY FACTS

▶ Earth is the third of nine main planets in its solar system. Its size, average climate and beautiful landscape make it a perfect holiday destination for many visitors.

▶ San Francisco is one of Earth's most beautiful cities, situated between the Pacific Ocean and the S.F. Bay with the Golden Gate Bridge at its north end.

Cambridge, in England, is now over one thousand years old, and is still responsible for many advances in scientific knowledge. The liberal arts are well served, and the Pennington School, in New Zealand, has an interstellar reputation. Perhaps the most famous educational institution on Earth, Starfleet Academy, is based in San Francisco.

Earth's cities retain their historical character. Many important structures, including the Golden Gate bridge in San Francisco, North America, and the Eiffel Tower in Paris, France, are more than four hundred years old.

Despite effective world government, Earth's old nations retain strong cultural identities, and many individuals, such as **Chief**

Miles O'Brien, are particularly proud of their cultural heritage.

Clean environment

Long journeys are made by **transporters**, which allow almost instantaneous travel around the planet. Local underground transit systems are used for shorter journeys.

Most heavy industry is carried out by **industrial**

▶ **Modern structures share the skyline of Labarre, France, with vineyards which have remained unchanged for centuries.**

replicators or off planet. The atmosphere is free from pollution and, since **Captain James T. Kirk** and his crew rescued the planet from an alien probe in 2286, Earth's oceans have been repopulated with whales.

Crime is almost non-existent, but the few criminals who remain are treated humanely at penal institutions such as the one in Auckland, New Zealand, where **Thomas Paris** was held after his arrest.

Alien threats

In recent years some of Earth's citizens have come to feel that the high standard of living on the planet has led to a worrying degree of complacency. A number of factors have contributed to such concerns.

In 2367 and 2373, **Borg** spaceships penetrate the

Sol system. In both cases they are defeated when Captain Jean-Luc Picard makes use of his unique connection with the Borg race.

Since 2372, the Federation has been under threat from the **Dominion**. The leaders of the Dominion, the **Founders**, have the ability to change shape, and evidence exists that they have used their abilities to impersonate powerful individuals in a bid to destabilize the political alliances in the **Alpha Quadrant**.

In 2372, a massive power failure causes the president of the United Federation of Planets to place Earth under martial law. Alien invaders are suspected, and many humans are subjected to blood tests to prove their identities. It is subsequently discovered that the loss of power was caused by a human group who believed that Earth's defenses were inadequate.

THE OPEN BOULEVARDS OF EARTH



▶ Noisy and unsightly traffic has been replaced with localized underground mass transit for routine trips not requiring transporter use.



▶ In the late 24th century, old meets new in San Francisco – a prime example of the historical preservation of Earth's cities.



▶ As seen in San Francisco, surface traffic is mainly limited to pedestrians, with abundant greenery and comfort stations available.

Vulnerable Earth?

Earth has been the target of some potentially cataclysmic events, real and imagined, in the 24th century. The Borg try to assimilate and destroy Earth in 2367, but are thwarted by the crew of the **U.S.S. Enterprise NCC-1701-D**. They make

a second unsuccessful attempt in 2373. In 2372, martial law is imposed throughout the planet due to fear of an invasion by the Founders. Suspicions reach a peak when an official at Starfleet turns out to be a shape-shifter.



▶ Outdoor courtyards, such as this one outside **Joseph Sisko's restaurant**, still flourish in 24th century New Orleans after hundreds of years.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

TYPE:

MEDIUM SHORT-RANGE SHUTTLE

ASSIGNED TO:

U.S.S. ENTERPRISE NCC-1701-D

NAME:

TYPE-7 SHUTTLECRAFT 'SAKHAROV'

Named after the 20th century Russian nuclear scientist and Nobel Peace Prize winner, Andre Sakharov (1921-1989), the

Enterprise's personnel Type-7 shuttlecraft, **Sakharov NCC-1701-D-01**, is a medium short-range vehicle with warp capability. It was constructed at the **Utopia Planitia Fleet Yards** on Mars and is one of the 10 personnel shuttles that the *Enterprise* carries, accommodating up to six passengers.

The standard Type-7 shuttle is capable of maintaining a velocity of Warp 1.75 for 48 hours; an uprated version of the shuttle can achieve Warp 2 for up to 36 hours. The *Sakharov* is often used to ferry U.S.S. *Enterprise* crew members to nearby space stations. In 2365, **Captain Jean-Luc Picard** and **Acting Ensign Wesley Crusher** use the *Sakharov* to travel to Starbase 515, where the captain requires the use of the advanced medical facilities available on the Starbase for the replacement of his bionic heart.

In its standard configuration the Type-7 shuttle carries no weaponry, but if necessary it can be fitted with two Type-V phasers.

The relatively large size of the shuttle means that it can be adapted to serve a number of functions. In 2365, **Dr. Katherine Pulaski** adapts the shuttle into a form of quarantine bay to avoid infecting other U.S.S. *Enterprise* crew



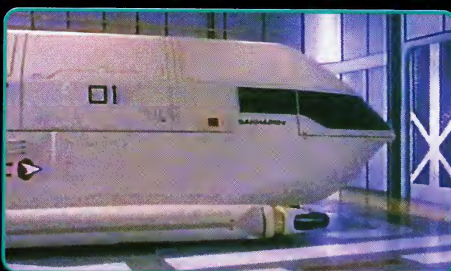
▲ The **SAKHAROV** lands on **Gagarin IV** at the **Darwin Genetic Research Station**, where **Dr. Pulaski** must go into quarantine after becoming infected by the 'hyperaging' disease.

members with a hyperaging virus. A genetically engineered child, who is carrying the virus, is transported directly from sickbay to the shuttle. Dr. Pulaski is then able to use the shuttle as a temporary lab in which she performs tests on the child.

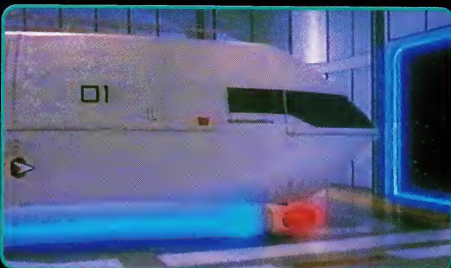
The *Sakharov* is lost from service in 2366 in an incident involving the **Calamarain**, an intelligent species that exists in the form of

ionized gas. The Calamarain are attacking the *Enterprise* in an attempt to exact revenge on the temporarily powerless **Q**. Showing uncharacteristic selflessness, **Q** commandeers the *Sakharov* and tries to draw his enemies away from the *Enterprise*. This act of bravery impresses the other members of the **Q Continuum**, who restore **Q's** powers, but the *Sakharov* is destroyed by the Calamarain.

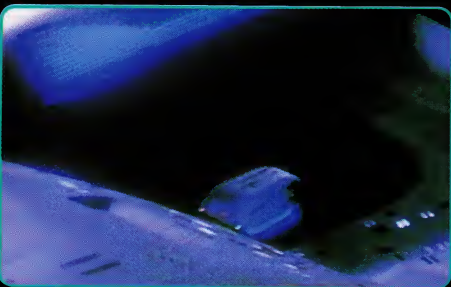
THE 'SAKHAROV' AS RESEARCH VESSEL



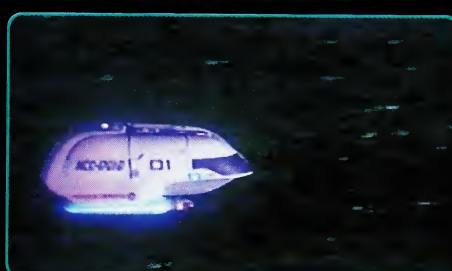
▲ The **SAKHAROV** shuttle serves as a sterile theater for **Dr. Pulaski** to perform tests on one of the genetically engineered children encountered in 2365.



▲ As an android, **Data** is immune to infection and is the ideal pilot for the **SAKHAROV**, seen here as it is readied to take **Dr. Pulaski** into space so she can inspect one of the children.



▲ The **SAKHAROV** leaves the U.S.S. *ENTERPRISE* through Main Shuttle Bay 3 with **Dr. Pulaski** and **Data**. They then have the boy beamed over to the shuttle from sickbay, where he is in isolation.



▲ The **SAKHAROV**, away from the *ENTERPRISE*, is in position to receive the genetically engineered boy who, **Picard** has been told, is not infected with the deadly 'hyperaging' disease.



▲ When the boy beams aboard the **SAKHAROV**, it is found that he is after all a carrier of the disease. **Pulaski** rapidly becomes infected, and must go into quarantine until a cure is discovered.



▲ The **SAKHAROV** eventually returns to the *ENTERPRISE*. But **Pulaski** must overcome her mistrust of transporters in order to save her life using a strand of hair with pre-disease DNA.



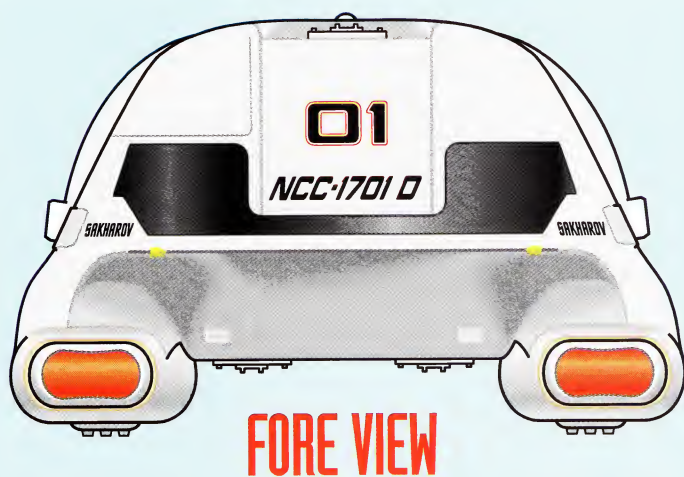
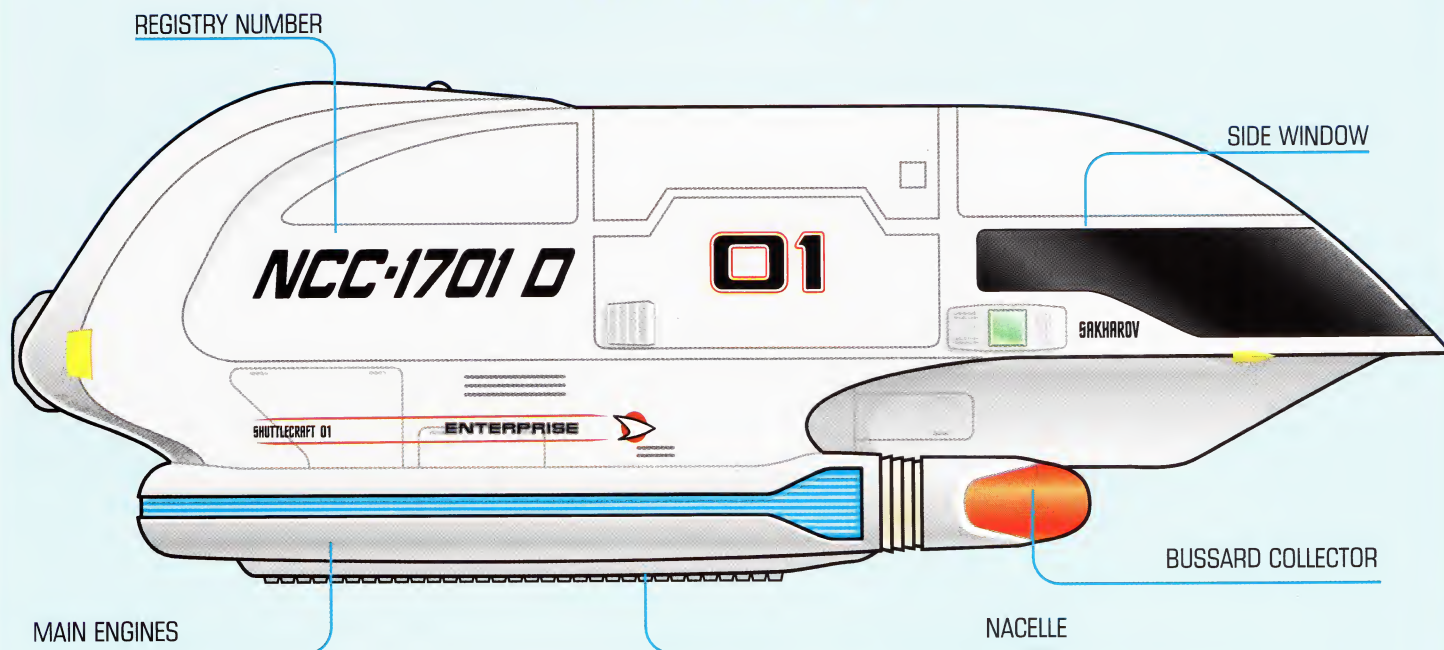
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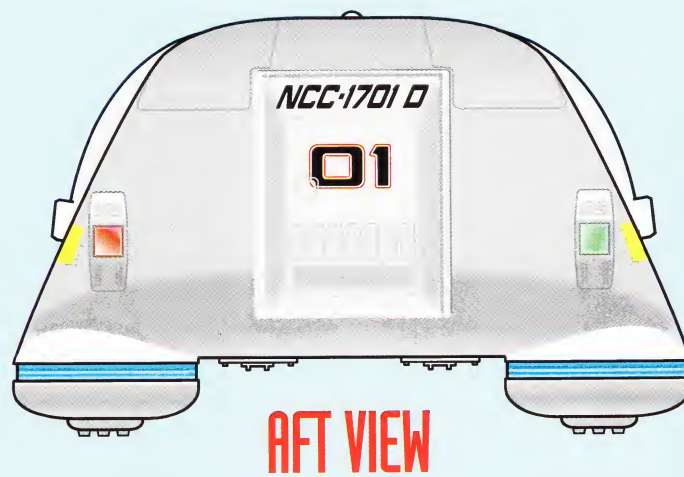


TYPE-7 SHUTTLECRAFT 'SAKHAROV'

STARBOARD VIEW



FORE VIEW



AFT VIEW

TYPE-7 SHUTTLECRAFT SPECIFICATIONS

Built: ASDB Integration Facility, Utopia Planitia Fleet Yards, Mars
Type: Medium short-range warp shuttle
Length: 8.5m **Beam:** 3.6m **Height:** 2.7m. **Mass:** 3.96 metric tonnes
Crew: 2, with 6 passengers (standard) or 2 (diplomatic operations)
Armament: None (standard version); two Type-V phaser emitters (special operations)

Powerplant: Two 1,250 millicochrane warp engines, 12 DeFI 3234 microfusion RCS thrusters (standard model); two 2,100 millicochrane warp engines (upgraded version)
Performance: Warp 1.75 for 48 hours (standard model); Warp 2 for 36 hours (upgraded version)

STARFLEET ACADEMY

COMBAT TACTICS

WARGAME EXERCISES

Situation:

Impending Borg threat spurs Starfleet to sanction wargames. A first officer must battle against his captain in a test of command skills.

Factors:

- The first officer is given an old, poorly maintained ship to compete against a *Galaxy-class* starship.
- Ships' weapons are off-line and 'hits' will be computer scored.
- A Ferengi vessel interrupts the games and demands one of the ships for their own profit.

Courses open:

1. Hand over ship to Ferengi.
2. Call for Starfleet assistance.
3. Outwit Ferengi by pretending to blow up the other ship and its crew. A 'take no prisoners' ruse.

Plan:

- Utilizing only two torpedoes available, fire at other ship.
- Explode torpedoes in front of second ship to give the illusion of its destruction.
- Second ship uses limited warp to jump out of visual range.



▲ In a head to head test of fighting skills, Captain Picard must face his first officer, Will Riker, in a simulated battle.



▲ A FERengi MARAUDER interrupts the simulation and engages both Picard and Riker in a real set of wargames.

Although the rumors around **Starfleet** are that **Commander William Riker** is little more than **Captain Jean-Luc Picard's** shadow, the **Borg** threat gives Riker a chance to prove otherwise.

Under threat from the Borg, Starfleet break with tradition and schedule, for the first time ever, war games. The **U.S.S. Enterprise NCC-1701-D** is selected to be the first ship to participate.

Both Riker and Picard protest against the military exercises, since Starfleet is not a military organization, but agree to participate nonetheless. So, on Stardate 42923.7, a **Zakdorn Master Strategist**, named **Sirna Kolrami**, boards the *Enterprise* to observe and critique – mostly critique.

In the exercise, Picard will captain the *Enterprise*, and Riker, against Kolrami's better judgment, is given the **U.S.S. Hathaway NCC-**

The **U.S.S. HATHAWAY** must make a warp one jump out of sensor and visual range in order to avoid its own destruction.

The **U.S.S. ENTERPRISE** fires its two photons via the aft photon torpedo launcher in the direction of the **HATHAWAY**.

The exact location of the **HATHAWAY** is unknown, although it could have used the warp jump to hide over the planet's magnetic pole.

The **MARAUDER** makes a quick exit after the **HATHAWAY** is destroyed and more Federation ships appear to be in the vicinity – another Picard/Riker ruse.

From the **FERengi MARAUDER** perspective, the **HATHAWAY** and its crew are destroyed in what appears to be a rash and cynical decision made by Captain Picard.

▲ The encounter with the **FERengi MARAUDER** puts the quick thinking abilities of both crews to the ultimate test. Using limited warp capabilities, the **U.S.S. HATHAWAY** jumps out of the way of an exploding photon torpedo to give the illusion of its destruction. Picard seems to have no feelings toward his own crew, and the Ferengi leave when simulated readings of other Starfleet vessels appear.

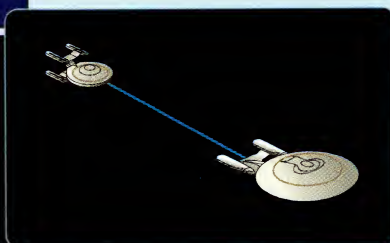


WARGAME EXERCISES: STEP BY STEP

1: SETUP

The **ENTERPRISE** and the **HATHAWAY** are using only light beams for computer-scored hits on each other's ships. A Ferengi scavenger vessel appears and demands the **HATHAWAY**.

Picard and Riker, along with their crews, must come up with some ingenious battle tactics as both ships have their real defensive capabilities offline. They decide to put their two remaining resources – two photon torpedoes and limited warp capability – to good use.



2593, an 80-year-old starcruiser powered only by impulse **Avidyne** engines.

Little time

Riker is given just 48 hours to make the *Hathaway* battle-ready. With the help of 40 *Enterprise* crew members, including chief engineer **Lieutenant Geordi La Forge**, head of security **Lieutenant Worf**, and the teen-aged Wesley Crusher, Riker begins his task.

the *Enterprise*, Data predicts that Riker's tactics are likely to be especially cunning.

As the war games exercises begin – all real weapons are taken off-line and the battle is to be fought with special light beams that sensors translate into simulated damage – Riker counters Picard's traditional **Kumeh maneuver** opening by sending false information to the *Enterprise*'s sensors.

On the *Enterprise*'s main viewer, Picard sees a decloaking **Romulan** warship swooping in with deadly intent. This distraction gives the lumbering *Hathaway* a chance to register a series of devastating hits on the *Enterprise* before Picard realizes he's been tricked. Even Kolrami is impressed by Riker's move.

One for two

Geordi installs a small amount of antimatter, provided by Wesley, to give the *Hathaway* warp one... for less than two seconds. Riker plans to surprise the *Enterprise* with this capability at the most advantageous moment.

Unfortunately, the games are interrupted by an attacking **Ferengi** ship intending to capture the *Hathaway* and make a profit.

Both Starfleet vessels have taken their weapons systems offline, leaving them at the mercy of the scavenging Ferengi. The *Enterprise* fires two functioning torpedoes at the *Hathaway* just as the old ship makes a carefully timed warp jump sidestep. The Ferengi see the explosion and are fooled into thinking the *Enterprise* has destroyed the *Hathaway* rather than see it captured.

The *Hathaway* follows up by sending false readings to the Ferengi craft. When sensors reveal several Starfleet craft heading their way, the Ferengi quickly flee.

2: ACTION

The **ENTERPRISE** is between the **MARAUDER** and the **HATHAWAY**. It fires its two remaining photon torpedoes and the Ferengi see the **HATHAWAY**'s 'destruction'. In reality, it has performed a two-second warp jump as the torpedo explodes.



Kolrami expects Picard to beat his shadow in record time. Picard is not so confident. He orders **Lieutenant Commander Data** to compile records on Riker's battle maneuvers. Data's mission is to uncover Riker's battle technique and look for an advantage.

Data's startling conclusion was that "Only 21% percent of the time does [Riker] rely on traditional tactics." In fact, Riker's records reveal several incidents that more than prove the point. In an

3: EFFECT

The Ferengi are amazed at Picard's ruthlessness. As more Federation ships appear to be in the vicinity – another trick performed by the **ENTERPRISE** crew – the Ferengi decide they had better leave this star system quickly. They turn and run.



Academy simulation, Riker determined that the **Tholian** vessel he was pitted against had a sensor blind spot. Riker hid within it. In another example, a young Lieutenant Riker, aboard the **U.S.S. Potemkin**, cut the *Potemkin*'s power and remained suspended over a planet's magnetic pole to boggle their attacker's sensors.

Additionally, Data notes, a weaker position makes Riker more aggressive. As the rickety old *Hathaway* is clearly outmatched by

STARSHIP FACTS

- **Sirna Kolrami, the Zakdorn strategist, is also a grand master at the game of strategema.**
- **Riker is considered to be unpredictable in battle maneuvers. In 79% of recorded encounters he does the unexpected.**
- **Even Kolrami learns a few tricks from the now former 'shadow', Will Riker.**



Klingon Bird-of-Prey

Briefing Part 4: Take-off, landing and flying in low atmosphere

Throughout its encounters with the Federation, the *Klingon Bird-of-Prey* has proved to be a highly adaptable spacecraft, as capable of maneuvering in low atmosphere as it is in the vast expanses of space.

Unlike most **Starfleet** vessels, which are built and serviced at orbiting spacedocks without ever touching down on a planet's surface, the *Klingon Bird-of-Prey* is a highly adaptable craft. It can maneuver with grace and accuracy at low altitude inside a planet's atmosphere, and is also designed to both land and take off from a planet's surface – a luxury yet to be afforded by the majority of Starfleet vessels.

Operation within an atmosphere

Upon entering a planet's atmosphere, the *Klingon Bird-of-Prey* is easily able to compensate for the increased gravity, and initially flies in a style similar to its path through space. The ship is capable of delicate and intricate flight paths, such as maneuvering through the mountains and cavernous valleys of the planet **Vulcan**, with ease. During descent, the wings are moved from

the vertical to the raised position and the ship comes to rest in what is essentially a vertical landing. The actual touch-down itself is extremely controlled and graceful, needing neither a runway nor a specially built landing platform – only a relatively smooth, flat surface.

Take-off, landing, and remaining cloaked

Take-off is equally convenient. The *Klingon Bird-of-Prey* raises itself vertically from its landing site, raising its wings to the vertical flying position while only a matter of meters from the ground. In this state, the ship can adjust itself to its required flight direction while hovering.

While in the landing position, crew enter and leave the ship on foot via a metal platform which extends from the rear end of the craft. Cargo can be lowered into the ship through a hatch on the top of the main body. The transporters are fully functional at all times. Personnel or cargo

can be beamed on or off the ship even when the cloaking device is operational.

The *Klingon Bird-of-Prey's* cloaking device is not affected by take-off and landing procedure. The ship can remain cloaked during these maneuvers, and can also maintain the cloak while stationary on the ground. Although this gives an obvious visual advantage, the noise and winds caused by the vessel at such times cannot be disguised and prevent landings and take-off from being completely undetectable. When on the ground, the cloaking device can be maintained even when personnel are entering or leaving the ship. In such cases, only the entrance hatch itself becomes visible.

In conclusion, the *Klingon Bird-of-Prey* is an extremely versatile vessel, capable of low-altitude flight, planetary take-off and landing, with cloaking technology which can be maintained during all maneuvers. As a stealth craft, the Federation has nothing to match it.



▲ The **KLINGON BIRD-OF-PREY** is capable of extremely delicate maneuvers, enabling the ship to navigate easily in low atmosphere – even amid landscapes such as the cavernous valleys and mountains of the planet **Vulcan**.



▲ Just before coming in to land, the **BIRD-OF-PREY** moves its wings from the horizontal flying position to the vertical landing position, then glides gently down in a highly controlled landing.



▲ The ship commandeered by the crew of the **U.S.S. ENTERPRISE NCC-1701** touches down on **Vulcan** without the need for a specialized landing platform or runway.



▲ Crew can enter and leave the **BIRD-OF-PREY** on foot via a metal hatch extending from the underside of the rear of the ship.



▲ Shortly after taking off, the **BIRD-OF-PREY** lowers its wings from the landing position to the vertical flying position while only a few meters from the ground.

KLINGON BIRD-OF-PREY

Take-off and landing procedure

Take off: Controlled vertical take-off, able to maneuver while only meters from the ground.

Landing: Vertical landing, without the need for specialized surface or runway.

Access: On foot via hatch. Transporters fully functional while stationary.



Klingon Bird-of-Prey

The *Klingon Bird-of-Prey* is an extremely versatile ship. Unusually for a vessel that is capable of warp speed, it can enter a planet's atmosphere. It is shown here in the landing position.

Unlike most vessels that are capable of interstellar travel, the KLINGON BIRD-OF-PREY can enter a planet's atmosphere. Despite the different requirements of atmospheric flight, the ship remains highly maneuverable.



A hatch in the top of the ship allows objects to be lowered directly into the cargo bay.

In the landing position the wings of the KLINGON BIRD-OF-PREY are raised to their highest angle. The wings are lowered during flight.

The wings remain in the raised position until immediately after the BIRD-OF-PREY has left the ground, when they are lowered into the flight position.

In case of a crash landing the crew can leave the ship through an escape hatch on the bridge.

Although the transporters are fully functional in the atmosphere, the crew can leave the ship through a ramp at the rear end of the underside.

The cloaking device can still be used to mask the KLINGON BIRD-OF-PREY from sensors when the ship is on the ground.

The raised wings and relatively small landing gear mean that the KLINGON BIRD-OF-PREY can land on difficult terrain.

The B'yel-class BIRD-OF-PREY is the smallest starship in the Klingon fleet. It is primarily a scouting vessel, and has a basic crew of 12. The K'Vor-class cruiser is a larger ship of almost exactly the same design.



The Federation gain first hand experience of the KLINGON BIRD-OF-PREY when Admiral James Kirk takes a captured vessel to Vulcan.

Klingon D7-type Battle cruiser



Klingon Bird-of-Prey

Dr. Julian Bashir in the Hologsuite

When a **hologsuite** adventure turns into deadly reality, Dr. Bashir must use all his wits to save his life and those of five other crew members.

Dr. Julian Bashir comes to **Deep Space Nine**, at the mouth of the **Bajoran wormhole**, in 2369, in search of adventure on the frontier of **Federation** space.

Despite the unusual medical emergencies Bashir has handled and his various escapades, the good doctor can't seem to get enough excitement from his regular duties alone.

Though Bashir has treated many **hologsuite**-induced sprains and bruises, it hasn't persuaded him to avoid the recreation offered in **Quark's bar**. He has sampled everything from Chief of Operations **Miles O'Brien's** favorite **hologsuite** program – a re-enactment

of the **Battle of Clontarf** which requires the garb of 11th century Irish warriors – to his own favorite program, where he plays a British spy in the Earth of 1964. It's this beloved program that one day thrusts Bashir into a very real and deadly adventure.

Memory problems

When an act of terrorism disables a **Runabout** and forces an emergency beam-out of O'Brien, **Captain Benjamin Sisko**, **Commander Worf**, **Major Kira Nerys**, and **Science Officer Jadzia Dax**, the crew of *Deep Space Nine* are forced to save their complex physical patterns in the station's large memory banks. These immense patterns are held

SECRET AGENT BASHIR

NAME: Julian Bashir

PROFESSION: Secret agent

ERA: 1964

WHEREABOUTS: Classified

FAMILY: Unknown

FIELD OF OPERATIONS: Worldwide, including Hong Kong and Monte Carlo

LATEST ASSIGNMENT: Saving the world from the evil Noah

ADVERSARIES: Honey Bare, Colonel Komananov, Noah

KNOWN ASSOCIATES: Garak

SKILLS: Gambling, spying



Part of the look of a 1964 secret agent is a rich, well-dressed sophisticate. Dr. Julian Bashir relishes his fantasy alter-ego.

BASHIR AND FRIENDS



★ Ways of warriors

Despite Leeta's needling, Bashir enjoys O'Brien's program where they take the parts of ancient Irish warriors fighting Vikings in the **hologsuite's** version of the **Battle of Clontarf**.

in the **holodeck**, where Bashir and **Garak** are enjoying run-ins with sinister assassins and beautiful women. They

don't realize what has occurred until Kira appears in a seductive dress.

At first, Bashir thinks it's a joke. Kira throws herself

at Bashir, showering him with kisses and making suggestive wiggles, and the two men realize she can't possibly be Kira. The computer confirms that the character of **Colonel Komananov** is correct, though it's using Kira's image. The crew informs Bashir that he cannot stop his program or leave the

★ Helping a friend

Dr. Julian Bashir, Chief Medical Officer aboard *DEEP SPACE NINE*, has a healthy passion for medicine. He frequently has to treat his friends, including his **holodeck** buddy Miles O'Brien.



Dr. Julian Bashir in the Hologsuite

hologsuite because the five patterns could be lost. Nor can any of the characters be eliminated, including O'Brien, who enters as the trained assassin **Falcon**. Bashir realizes he can't wait for the crew to solve the problem outside of the hologsuite. He must play the game to its conclusion, saving **Professor Honey Bare**, also known as Jadzia Dax. After knocking Falcon-O'Brien unconscious, Bashir, Garak and Komananov-Kira take off in search of **Doctor Noah**.

Safety catch

When Bashir and Garak realize the 'safeties' are offline, Garak, a hardened spy, warns Bashir that he may not be able to save all five people. With professional detachment, Garak calmly states that Bashir must stop treating this like a game where everything will turn out fine. Bashir may have to make some hard choices, he warns.

Dismissing Garak's warning, Bashir locates **Duchamps**, Dr. Noah's associate, in the form of Worf. He and Bashir play baccarat to 'pay' for being taken to Noah. After Bashir wins, Duchamps knocks all three unconscious. They wake up in a house on the slope of Mt. Everest.

Noah's lark

The diabolical Noah, played by Captain Sisko, schemes to make his mountain home an island by using earthquakes to cause flooding and submerge the rest of the world beneath water. Falcon latches Garak and Bashir to an earthquake-causing laser that will ignite in minutes, but the doctor frees them by kissing Honey Bare and getting the key to their handcuffs. They race to the control room where everyone is gathered for the final destruction of Earth. In order to keep all the physical patterns alive, like a good doctor, Bashir pushes a button to start the earthquakes. As Dr. Noah is about to kill Bashir for spoiling his fun, the crew outside the hologsuite finally reintegrate the physical and neural patterns of all five crew members.

Garak and Bashir depart, well satisfied with their adventure. The doctor promises it's not the last the world has seen of Britain's greatest hero, the spy Julian Bashir.

THE COLONEL AND THE AGENT

★ Out of character

Events turn deadly in Bashir's secret agent holoprogram; he realizes Kira's transporter pattern has been used for Col. Komananov.



★ Gambling man

The 'Julian Bashir, Secret Agent' holoprogram requires high-level skills - such as a winning baccarat hand.

LADIES' MAN

Real-life fantasy

Dr. Bashir has always harbored a strong affection for the beautiful but detached science officer, Jadzia Dax. In the hologsuite, comfortably attired as a suave secret agent, Bashir sees his desires almost become reality with the character of Professor Honey Bare, portrayed tantalizingly by Dax.

★ Honey bares all

When Jadzia Dax plays the character of Honey Bare in the hologsuite adventure that goes awry, Julian Bashir has to rescue her from the evil Dr. Noah.



★ Appearances are deceptive

Col. Komananov appears to be Kira. She tags along with Bashir and Garak when Bashir's secret agent holoprogram takes on Monte Carlo.



FILE 43 STARFLEET PERSONNEL

Miles O'Brien on Deep Space Nine

Miles O'Brien is Chief of Operations on the Federation space station *Deep Space Nine*, in the Bajor system. He is accompanied by his wife, Keiko, and their two children. Miles has many interests, including sports and music, but also finds time to get into some interesting predicaments.

Prior to transferring to *Deep Space Nine*, along with his family, Miles O'Brien serves as Transporter Chief on the Federation starship *U.S.S. Enterprise NCC-1701-D*. While he is sorry to leave the *Enterprise*, he is pleased to receive the promotion.

As Chief Operations Officer on *Deep Space Nine*, O'Brien is in charge of the comings and goings of vessels, plus the nuts and bolts maintenance of the station. He is constantly frustrated by the jerry-rigged way the former Cardassian mining station, known as

Terek Nor, was built, and the chaotic state in which it was left when abandoned by the Cardassians.

O'Brien's move to *Deep Space Nine* as Chief Operations Officer – the equivalent of Chief Engineer on a starship – causes friction between him and his wife. During their first few months there, Keiko is desperately unhappy – frustrated by the lack of career opportunities for herself and of educational facilities for their daughter. But Miles and Keiko's love for each other proves strong enough for them to work through their problems.

O'BRIEN THE FAMILY MAN

★ Bright light

The light of the chief's life is his young daughter Molly, and any threat toward her will bring the sharpest response. Molly is born on the *ENTERPRISE* in 2368 during a ship-wide emergency.

★ Bonding

The transfer of O'Brien's son-to-be from an injured Keiko to his crewmate, the Bajoran Major Kira Nerys, is initially awkward, but they now share a strong family bond.



★ Hot gossip

O'Brien loves his wife Keiko, although disagreements between the two strong-willed personalities often become the subject of gossip aboard the *DEEP SPACE NINE* station.

PROFILE ON MILES O'BRIEN

FULL NAME: Miles Edward O'Brien

STARFLEET RANK: Non Commissioned Officer

ASSIGNMENT: Chief Operations Officer: *DS9*

SPECIES/GENDER: Human male

DATE OF BIRTH: September, 2331

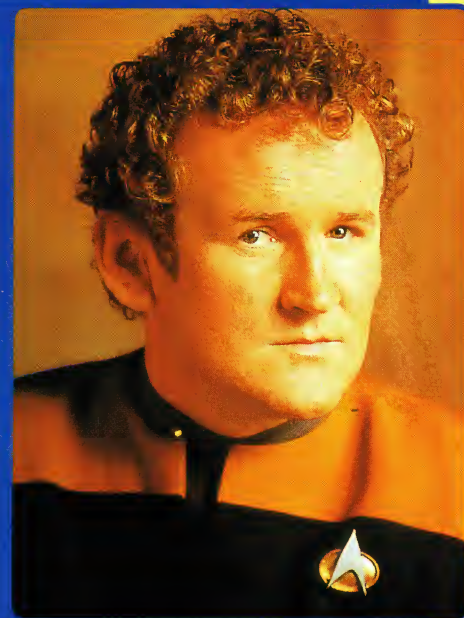
PLACE OF BIRTH: Earth

PARENTS: Mr. and Mrs. Michael O'Brien

MARITAL STATUS: Married Keiko Ishikawa in 2367 in Ten-Forward, *U.S.S. Enterprise NCC-1701-D*

CHILDREN: One daughter, born 2368; one son, born 2373

SECURITY CLEARANCE: Level 1



▲ Miles O'Brien transfers to *DEEP SPACE NINE* in 2369 to act as Chief Operations Officer. His wife Keiko objects to the environment of the station in comparison to a *GALAXY-CLASS* starship.



OTHER CARDS IN THIS FILE...

47A EARLY YEARS AND CAREER

47B MILES O'BRIEN ON THE *ENTERPRISE*

47C MILES O'BRIEN'S LOVE OF TECHNOLOGY

47D MILES O'BRIEN'S FAMILY

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION.....File 69

STAR TREK: DEEP SPACE NINE.....File 70

Miles O'Brien on Deep Space Nine

O'BRIEN AND BASHIR



★ **Doctor's orders**
O'Brien's friendship with Dr. Julian Bashir is put to the test when the two of them clash over helping Jem'Hadar captors break their drug addiction. Bashir feels it is his duty as a doctor to help them survive; O'Brien feels they are evil and destructive and that they deserve to die.

★ **Entertainment**

When Keiko is away, O'Brien spends a lot of his spare time playing sports. He also enjoys taking part in holoprogram reenactments with Bashir – such as the ancient Battle of Clontarf.



Even so, O'Brien offers to transfer at least twice: early on, to please Keiko, and again when Vedek Winn, a Bajoran religious leader, attacks Keiko's secular school. But Keiko stands her ground against the protest, and convinces her husband to stay.

In 2369 a local incident thrusts O'Brien into the role of a Bajoran village's ritual *sirah*. But, as always, he is true to his wife. He also resists temptation on another occasion when a female Cardassian engineer mistakes his irritation for flirting.

Despite his family, O'Brien often agrees to go along on potentially fatal missions. In fact, more than any other DS9 senior officer, he has had numerous odd near-death experiences. He has been given up for dead on a sabotaged T'Lani III peace mission and nearly killed



★ **Double header**
O'Brien's life has been more riddled than most with anomalies – such as meeting his double from five hours into an alternate future.

while an unwitting replicant is substituted in his place. On another occasion, his life is saved by young Jake Sisko, who averts disaster by pulling him from a fiery plasma-filled conduit.

★ **Wronged man**

Wrongly serving an Argrathi prison term, O'Brien finds virtual-reality inner demons just as potent after murdering his 'cellmate' and considering suicide.

The athletic O'Brien loves racquetball and kayaking. Sport is his favorite activity, after work and his family. He also sings 'ancient human sea chanteys' during his kayaking program, such as the 20th century 'Louie, Louie', to establish a smooth paddling rhythm.

Hobbies and other pursuits

He misses racquetball so much on *Deep Space Nine* that he builds a live court himself. This sparks a good-natured rivalry with the station's doctor, Julian Bashir, even though Bashir is a much more talented player. They progress from that sport to darts. O'Brien enjoys reading detective

fiction by writers such as Mickey Spillane, and is also an old hand at poker.

O'Brien enjoys using the station's **holosuits** for role-playing. He is fond of playing RAF pilots in Bashir's personal holosuit program for the Battle of Britain from Earth's World War II.

O'Brien has a special ability to analyze a situation quickly and present options for all contingencies, a talent expressed in command as well as engineering applications. His calm words help to diffuse a powder keg, averting a Cardassian incident in 2368. He often repeats that success for **Captain Benjamin Sisko** on *Deep Space Nine*.

★ **Protector**

His sense of fairness violated, O'Brien cannot resist risking his life to help Tosk escape the chase he was bred to take part in.



CLOSE CALLS

★ **Near death**

Hours after helping to destroy the Harvesters' biogenetic weapons, O'Brien nearly dies from contact with the toxins when the entire crew is murdered.

★ **Seeing double**

A troubled replicant of O'Brien leads rescuers to the captive original, held hostage by the Paradan government to discredit a rebel faction.



FILE 59 SYSTEMS

The Holodeck

Homesick? Want to go skiing? Chat with Sir Isaac Newton? The **Holographic Environment Simulator**, generally referred to as the **holodeck**, can create simulated experiences — any place, any time, with anyone — so real that some find life in the holodeck's simulated reality more interesting than their real lives.

P sychologists realized long ago that being locked up in an artificial environment for extended periods of time can be mentally unhealthy. **Starfleet** has worked for years to create an energy-efficient, virtual reality system that offers a much-needed mental vacation. **Holodeck** technology becomes practical at about the time **Galaxy-class** ships are created, and quickly becomes a basic requirement for most starships.

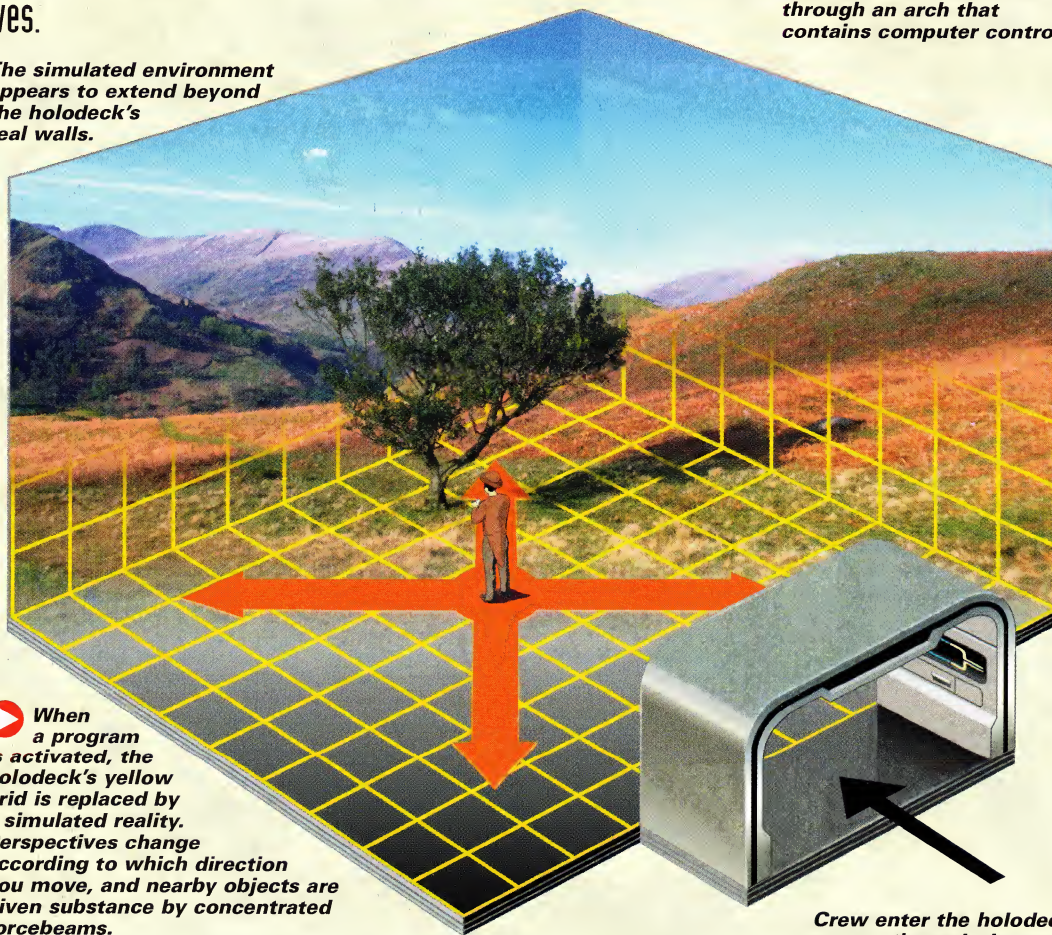
The **U.S.S. Enterprise NCC-1701-D** is no exception. Deck 11 houses four full-sized holodecks, while Decks 12 and 33 host 20 smaller holosuites.

Black box

When the holodeck is not in use, it is simply a large, empty black room with yellow gridlines dividing the interior.

Embedded in the walls are countless microminiature **omni-directional holo diodes (OHDs)**. The OHDs are the workhorses of the holodeck system. Each six-sided OHD contains an optic section and a forcefield section. Orchestrated by a computer, the OHDs create a world that appeals to all five senses. The more complex the simulation, the more memory and power are required from the ship's computers.

The simulated environment appears to extend beyond the holodeck's real walls.



▶ When a program is activated, the holodeck's yellow grid is replaced by a simulated reality. Perspectives change according to which direction you move, and nearby objects are given substance by concentrated forcebeams.

Holodeck imagery subsystem

The **holodeck imagery subsystem** adds depth to the simulated environment in two ways.

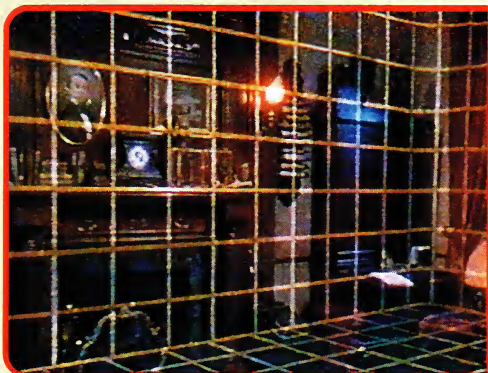
First, it generates 3-D projections of distant objects — city lights, rolling hills, a blazing sun — in a sophisticated extension of forced

perspective. This subsystem also uses concentrated forcebeams to give nearby objects the appearance of substance.



▶ Users enter and leave the virtual world constructed by the holodeck through an arch that contains computer controls.

▶ Crew enter the holodeck through the arch.



▶ The holodeck reverts back to its normal state as Data and Geordi La Forge exit their Sherlock Holmes program. Data, who has memorized every Sherlock Holmes story, meets his ultimate challenge in Moriarty.



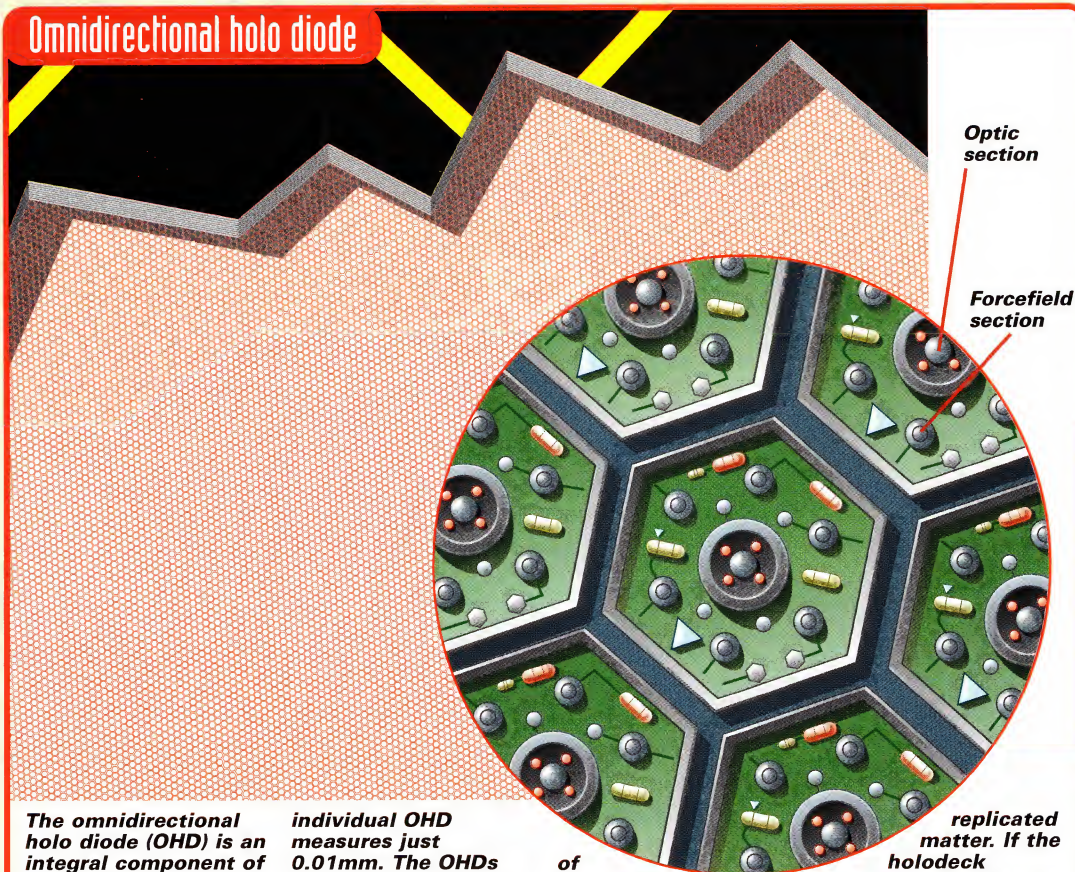
▶ La Forge and Data leave their Sherlock Holmes program by exiting through the arch. The arch can be called up at any time during the simulation in order to save, modify, or exit the program.



▶ Holomatter objects are destroyed when they leave the confines of the holodeck. Captain Picard demonstrates this fact to Professor Moriarty by attempting to throw a holomatter book into the corridor.

The Holodeck

Omnidirectional holo diode



The omnidirectional holo diode (OHD) is an integral component of the holodeck and its imaging systems. Covering the floors, walls and ceilings of all holodecks, the OHDs are dispersed at a rate of 400 per square centimeter. An

individual OHD measures just 0.01mm. The OHDs are powered by standard medium-duty electro plasma taps. The holodeck surface has 12 subprocessing layers, a total of 3.5mm thick, fused to an outer tile

of 3.04cm thickness. The sophistication of the holodeck means that simulations can also project sounds, smells and tastes using speakers, atomizers or

replicated matter. If the holodeck participant so desires, they can program set boundaries using audible reminders of wall proximity and soft wall contacts, or scroll the scenery on continuously.

Matter conversion subsystem

The **matter conversion subsystem** uses both the **transporter** and the **replicator** to create real matter within the holodeck.

The holodeck imaging processor creates distant objects and background scenery. While the imagery subsystem can generate an image of a telephone on a desk, if a user is about to pick up the receiver and dial, the matter

conversion subsystem creates an actual telephone.

Transporter and forcefield technology is brought to bear to create life-like interactive beings. These characters have physical substance and are controlled by discreet forcefield and tractor beams.

Unlike holomatter, any matter created purely by the transporter or replicator can be removed from the holodeck. The object is real. However, if a character leaves the

holodeck, it is no longer controlled by the computers. Without the forcefields generated by the holodeck systems the character will dematerialize.

Programs

Generally, holodeck reality is created from information in the ship's databanks. When **Captain Jean-Luc Picard** wants 1940s San Francisco for his private detective adventure, he instructs the computer to use an amalgam of

period detective novels as the basis for the simulation.

Lieutenant Commander Worf has stored his own holodeck calisthenics program – complete with ax-wielding monsters.

Controls

There are three sets of controls for a holodeck. A small command console allows users to control the holodeck before entering. Traditional voice commands can stop, freeze, replay, or adjust any situation. The final control option is via the holodeck arch controls. The arch controls can appear within an ongoing simulation and provide communications and non-holodeck computer functions.

Etiquette

Chief among the holodeck etiquette rules is a ban on using a living person – especially someone serving on the same ship – as a model for personal fantasy fulfillment. However, there is nothing within the holodeck systems that prevents anyone from doing just that.

Safety

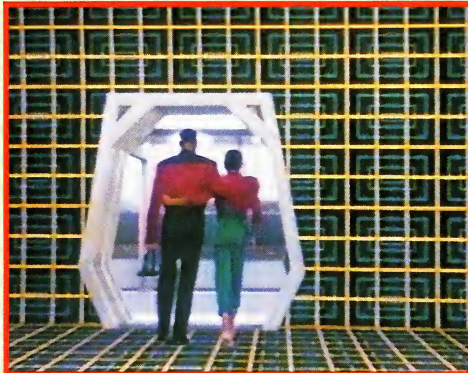
Although a crew member can still break a leg while skiing or get a shiner from a boxer, safety parameters are built into the holodeck system that prevent serious injury or death. Safety systems can go off-line, but this is unusual, and is normally the result of shipwide difficulties.

Some individuals establish a psychologically dangerous dependency on the holodeck. This condition is known as **holodiction**. While it is not common, it is often very difficult to resolve, especially as holodiction usually masks deeper problems.

Most crew members simply enjoy the ride and use the holodeck for its intended purpose.



▲ Homesick for Earth and worried about his new life aboard **DEEP SPACE NINE**, young **Jake Sisko** uses the holodeck to recreate a tranquil Earth scene, reminding him and his father of their home planet.



▲ When **Jake** and **Commander Sisko** reach the arch, the holodeck scene disappears to reveal the room's true dimensions and appearance – an empty room much smaller than the countryside they appeared to be in.



▲ After being held in stasis for 75 years by a modified transporter beam, **Captain Montgomery Scott** uses the holodeck to visit his old ship, the original **U.S.S. ENTERPRISE NCC-1701**.

FILE 70 STAR TREK: DEEP SPACE NINE

'Duet'

The Bajoran resentment at the Cardassians' brutal occupation is stirred up when a passing freighter drops off a passenger on *Deep Space Nine* for medical treatment.

Major Kira Nerys is outraged when a Cardassian with **calonara syndrome** arrives at *Deep Space Nine*. The only sufferers from the disease are the survivors of a mining accident at the Cardassian forced labor camp on **Gallitepp** – a camp which Kira helped to liberate when she was a member of the **Shaakar** resistance cell.

Kira is convinced that the Cardassian is a war criminal. At her insistence, **Commander Sisko** agrees to detain him pending an investigation.

The Butcher of Gallitepp

After a series of lies the prisoner admits that he was at Gallitepp, but claims to be a humble filing clerk named **Aamin Marritza**. Kira is convinced that he is lying, and believes that he is at least partially responsible for the Cardassian atrocities at Gallitepp.

As Kira interviews him Marritza shows no guilt, praising the brutal camp leader **Gul Darhe'el** – known as the Butcher of Gallitepp.

Revelations

Odo's initial investigations show that Marritza is actually Gul Darhe'el. Under interrogation Marritza confirms that this is true, but further investigations show that Darhe'el is dead and that Marritza has undergone cosmetic surgery. Kira confronts her prisoner again and he soon breaks down. He is indeed the filing clerk Marritza who, ashamed of the Cardassian atrocities, has tried to change his identity to that of his brutal commander to force the Cardassians to acknowledge their collective guilt.

Kira sets Marritza free. But as he leaves he is murdered by a Bajoran, who claims that "being Cardassian" is enough justification for being killed. Kira now realizes that hatred merely breeds hatred.



▲ Is this the face of Darhe'el, butcher of the Gallitepp massacre?

'DUET'

"You never saw Gallitepp at its height. For a labor camp it was the very model of order and efficiency, and for that you have to look to the top. My word, my every glance was law and the verdict was always the same – Guilty."

– Marritza/Gul Darhe'el

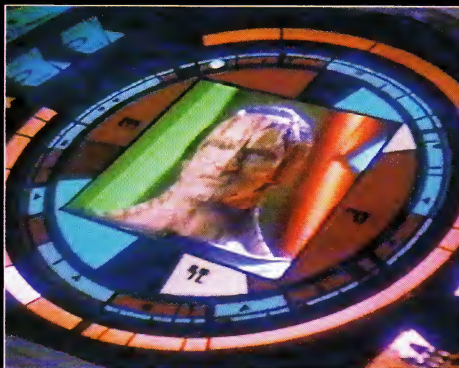
ON SCREEN...



1 Seething over the atrocities of the Gallitepp labor camp, Kira is all too ready to condemn the infamous Gul Darhe'el before her.



2 As news of 'Darhe'el's' capture spreads, gaunt Bajoran survivors of Gallitepp keep vigil outside the DEEP SPACE NINE security office.



3 Gul Dukat tells Odo that Gul Darhe'el is dead, and that he himself attended the funeral on the Cardassian homeworld.



4 Odo is amazed by Dukat's report of Darhe'el's death, and wonders who he is holding in detention on DEEP SPACE NINE.



5 Kira's outlook is changed forever when the innocent file clerk Marritza dies in her arms after a bitter fellow Bajoran stabs him.



6 As Marritza dies for being a Cardassian, Kira vows she won't allow another death – no matter how noble the intentions of the killer.

STARSHIP FACTS

▲ Gul Darhe'el was buried with full honors under one of Cardassia's largest monuments.

'In the Hands of the Prophets'

Relations with Bajor are in danger when Vedek Winn, a strong-willed Bajoran fundamentalist, objects to Keiko O'Brien's secular teaching on the origins of the Bajoran wormhole. A bombing on *Deep Space Nine*, followed by an assassination attempt, threaten to blow apart the alliance.

'IN THE HANDS OF THE PROPHETS'

"The Prophets have spoken to me through the orbs, Emissary. I understand my duty to defend the Bajoran faith. The teacher has dishonored the celestial temple. If she does not recant I cannot be responsible for the consequences."

— Vedek Winn

A science lesson in *Deep Space Nine*'s school is interrupted by Vedek Winn, a Bajoran spiritual leader who insists that the lesson about the origins of the Bajoran wormhole is blasphemous. The teacher, Keiko O'Brien, objects to Winn's interference and argues the point with Commander Sisko.

Sisko agrees with Keiko, but Major Kira supports Winn, arguing that Bajoran spiritual teachings cannot be ignored. Sisko meets Winn to discuss the matter, but the orthodox sect leader is immovable.

Meanwhile, Chief Miles O'Brien and his Bajoran assistant, Neela, discover the remains of a missing engineer — Ensign Aquino — in a power conduit.

Sisko travels to Bajor to meet with the progressive spiritual leader, Vedek Bareil, hoping that Bareil can calm the situation down. On the station Odo sets about tracing the murdered engineer's movements.

Danger ahead

The promenade is then rocked by a terrorist explosion in the school — it is now obvious to Sisko that fanatics are at work. Vedek Bareil leaves Bajor for the station to help resolve the worsening situation.

O'Brien breaks into a computer file and finds a planned escape route and an order disabling the weapon's warning system on the promenade. Neela is working with Winn and tells her that she is concerned about their 'plan'. Winn tells her that her fate is in the hands of the Prophets.

As Bareil addresses the promenade, Sisko spots Neela carrying a phaser. He jumps into the crowd, blocking her shot just as she attempts to shoot Bareil. She misses, and is overpowered. Neela insists that she was acting alone, but nobody doubts that Vedek Winn was behind the plot.

STARSHIP FACTS



An autopsy on Ensign Aquino reveals that he was killed by a phaser blast. O'Brien and Neela find the dead ensign while searching for a missing power tool.

ON SCREEN...



1 Fundamentalist Bajoran spiritual leader, Vedek Winn, barges into Keiko O'Brien's science class, objecting to the lack of spiritual teaching in the school.



2 Commander Sisko travels to Bajor to talk with the more mainstream spiritual leader, Vedek Bareil, with hopes that he can remedy the situation.



3 Miles O'Brien and his Bajoran assistant Neela discover the remains of the murdered Ensign Aquino in a power conduit.



4 Keiko and her husband Miles look on in horror at the flames from the terrorist bomb on the station's school. Luckily, no one is killed.



5 Vedek Bareil arrives to a warm reception on DEEP SPACE NINE and prepares to address the crowd, unaware that his life is in danger.



6 Neela takes aim at Bareil, but a vigilant Sisko is on the lookout and spots her from a distance. His leap knocks her over and stops the attack.



'All Good Things...'

Captain Picard's sanity is put to the test as he faces his biggest challenge yet, courtesy of his own perpetual tormentor — **Q**. Is Picard here in the present, seven years in the past, or 25 years in the future, and why does the fate of all humanity rest in his hands?

CAPTAIN'S LOG SUPPLEMENTAL

"Starfleet Command reports no unusual activity along the Neutral Zone and that there is no sign of a temporal anomaly. It would appear that I am the only member of the crew to retain any knowledge of the events I experienced."

Aworried **Captain Jean-Luc Picard** approaches **Worf** and **Counselor Troi**, telling them that he is slipping back and forth through time.

In the future, Picard is at work in his French vineyard where he is visited by **Geordi La Forge**. La Forge consoles Picard over his illness, **Irumodic Syndrome**, a mental deterioration disease.

In the past, Picard is on a shuttlecraft with **Tasha Yar**, traveling to the **U.S.S. Enterprise NCC-1701-D** for the first time.

In the present, while the captain heads for sickbay, a message comes from **Admiral Nakamura**: a spatial anomaly has appeared in the **Devron System**.

Picard, now in the future, explains that he is in the wrong time. Geordi is skeptical, blaming Picard's apparent confusion on his disease, but agrees to help his old friend seek advice from **Professor Data**.

Back and forth

In the past, Picard revisits his initial arrival on the *Enterprise*. Fearing the effect on time, he opts to keep this 'old' crew in the dark. He senses a connection when this *Enterprise* also reports an anomaly in the Devron System.

In the present again, **Dr. Beverly Crusher** establishes that Picard accumulated days' worth of memories in just minutes — real confirmation of Picard's claims.

Back into the future, Picard, Data, and Geordi — on the **U.S.S. Pasteur**, with Captain Beverly Picard (formerly Crusher) — head for the **Klingon-controlled Neutral Zone** to find the anomaly. After being turned down by **Admiral Will Riker**, Geordi suggests that Worf, now a Klingon governor, might help them enter the zone. Picard then returns to the past, on course for **Farpoint Station**. Suddenly, he finds himself with **Q** in a familiar courtroom.

Q tells Picard that a verdict has been rendered — humanity will be destroyed. However, although **Q** is causing Picard to shift through time, it is Picard who is responsible for the imminent destruction.

As his memories of each time phase become stronger, Picard gets each respective ship to head for the anomaly in each time period. The anomaly exists in the present, is larger in the past, but does not appear to exist in the future.

ON SCREEN...



1 Picard's first time-shifting scenario involves him as a retired wine grower, having a reunion with a now-married La Forge.



3 In the **Q**-presented future, Data has a family of cats, the **Lucasian chair** of physics at **Cambridge University**, and his very own white streak of hair.



5 Worf and Tasha Yar are back together as the *ENTERPRISE* heads for **Farpoint Station** 'again' in the past of Picard's time-shifting encounters.



2 Picard, who had suspected **Q**'s involvement in the time-shifting, finds himself back in the **holocaust court** with the 'judge' and a new riddle.



4 Seven years earlier in **Q**'s version of the past, Captain Picard boards the *ENTERPRISE* via a shuttle piloted by Tasha Yar, his future chief of security.



6 The medical vessel **U.S.S. PASTEUR**, commanded by Picard's 'ex-wife' **Beverly Crusher**, transports the captain, Geordi and Data to the anomaly.

'All Good Things ...'

In the future, Professor Data suggests firing a tachyon pulse at the area where the anomaly should be. In the present, Picard suggests firing a tachyon pulse too. When Data begins sending the pulse, Geordi's eyes start to rejuvenate. Data theorizes that this is because the anomaly is an eruption of 'anti-time' – which has collided with normal time to create a rupture in space, causing people to revert to an earlier stage of development. Picard then returns to the past, and suggests again that Data use a tachyon pulse to scan the anomaly. After this, he returns to the future – where the *U.S.S. Pasteur* has come under fire from hostile Klingon forces.

Riker to the rescue

The refitted *Enterprise*, with Admiral Riker in command, appears just in time to draw the Klingon fire and beam the crew of the damaged *Pasteur* aboard. Picard frantically insists to a doubtful Riker that they continue the search.

Picard returns to the present and orders Data to find a way to collapse the anomaly, suspecting that it was somehow caused by his own actions. The anomaly, in turn, prevented the beginning of life on Earth – explaining why Q holds Picard responsible.

In the past, Troi informs Picard that the anomaly is beginning to affect the crew. Returning to the present, Picard has Data change his scanning methods, which also leads them to discover that their tachyon pulse is converging with two identical pulses at the center of the anomaly. Picard realizes the scans are from the other two ships. He then finds himself back in the future, where he tries to convince his former crew that he is right.

Data sees the logic in what Picard is saying, and helps him explain that the anomaly could have formed in the future, where they are, and then grown larger as it moved backward through time. Data suggests shutting down the tachyon pulses since they may have ruptured the subspace barrier in the first place. Picard then returns to both past and present and orders the pulses to be disengaged. But the anomaly remains unchanged. Back in the future, Data decides that their only

option is to repair the rupture by taking the ship inside the anomaly, using the engines to create a static warp shell which would separate time from anti-time. But this must be done in all three time periods in order for the anomaly to collapse – which could destroy all three ships.

The past *Enterprise* plots a course and heads in. In the present, Data suggests the same course of action, and all three ships enter the anomaly. The static shells are initiated, and begin to work – but the temporal battering takes its toll.

The past *Enterprise* explodes, followed by its present-day counterpart. The anomaly is almost collapsed, and as the future *Enterprise* is itself about to go up, Q

muses, "You had such potential. But then again, all good things must come to an end." The anomaly collapses, and the *Enterprise* explodes.

Q restores Picard to the present, quietly telling him that his insight into the problem-solving was a mere glimpse of what humanity is truly capable of.

Everything is now as it was. With a deeper insight into humanity, Picard breaks a golden rule and tells his crew of how the future could have been, warning them of how they all ended up becoming dispersed and dissatisfied. He also breaks another rule and joins Riker's poker game – musing that he should have done so years earlier. Deanna tells him he was always welcome.

ON SCREEN...



7 Captain Beverly Picard indulges her supposedly addled former commander and ex-husband by joining Data and Geordi on his quest.



8 The minimally armed *U.S.S. PASTEUR* is surrounded by *KLINGON ATTACK CRUISERS* in the Neutral Zone as it heads toward the anomaly.



9 Admiral Riker has a change of heart and turns up to defend Picard in a refitted *ENTERPRISE*, complete with three warp nacelles and a cloaking device.



10 Admiral Riker's *ENTERPRISE* has weapons that are able to cut through the Klingon ships with relative ease.



11 Initially rebuffed, Picard gets the help of Admiral Riker and the refitted *ENTERPRISE* in solving Q's riddle across three time periods.



12 The present day *ENTERPRISE* scans the anomaly with a tachyon pulse, unaware that the pulse itself is causing the anomaly.

STARSHIP FACTS

A Q sends Picard billions of years into the past to witness a pivotal moment in the evolution of humanity – when the first amino acids fail to join due to the anomaly caused by Picard.

A In Q's future, Riker and Worf are no longer on speaking terms due to each other's bitterness over Deanna Troi's premature death.

STAR TREK GENERATIONS Part 3

Events go from bad to worse for **Captain Picard**. First he must come to terms with the tragic news of lost family members; then he must deal with a mad **El-Aurian** scientist who escapes from the **Amargosa Observatory** with the help of the evil **Klingon Duras** sisters.

SEE OTHER FILES...

STAR TREK:	
THE MOTION PICTURE.....	File 72
STAR TREK II:	
THE WRATH OF KHAN.....	File 73
STAR TREK III:	
THE SEARCH FOR SPOCK.....	File 74
STAR TREK IV:	
THE VOYAGE HOME.....	File 75
STAR TREK V:	
THE FINAL FRONTIER.....	File 76
STAR TREK VI:	
THE UNDISCOVERED COUNTRY.....	File 77
STAR TREK: FIRST CONTACT.....	File 79

Unaware of the destruction **Worf** and **Riker** have discovered on the **Amargosa Observatory**, **Data** and **Geordi La Forge** chat about the android's failed attempt at humor with **Dr. Crusher**.

Believing his growth as an android has stalled, **Data** decides the only way to continue his attempt to become more human-like is to install an experimental emotion chip. **Geordi** is worried the chip might overload **Data's** neural net, but **Data** plucks the floating chip from its metal case, and holds it out to **Geordi**. Reluctantly, **Geordi** agrees to install it – on the condition that he will deactivate it at the first sign of trouble. **Data** agrees, and **Geordi** opens a port in **Data's** head, inserting the chip in his cranial circuitry.

Delegating authority

At the same time, **Riker** is in **Picard's** ready room, reporting that the damage to the observatory reveals the **Romulan** attackers were searching for something. **Riker** is surprised when **Picard** delegates to him the task of informing **Starfleet** of a possible new threat, but **Picard** is still disturbed by the message he received. **Riker** reports that **Dr. Soran** urgently wants to see the captain, but **Picard** appears uninterested. **Riker** tries to express his concern about **Picard's** mood, but he is brusquely dismissed.

Meanwhile, in **Ten Forward**, **Guinan** offers **Data** and **Geordi** a new drink from **Forcas III**. After taking a gulp, **Data** grimaces – and realizes he is actually experiencing an emotional response. With his friends' guidance, he determines that he "hates" it. Hates it so much that he wants more. Clearly, the emotion chip will take some getting used to.

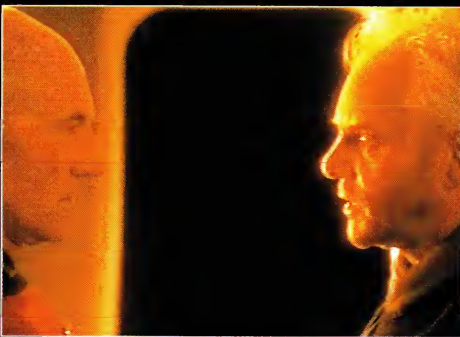
Fateful meeting

Across the room, **Picard** approaches **Soran**, who requests to be returned to the observatory immediately to complete an experiment. When **Picard** rebuffs him, **Soran** grabs **Picard** and glares at him, then cryptically murmurs that "time is the fire in which we burn" – a phrase that pierces the captain's stony reserve. **Picard** is seized by the frightening intensity of

ON SCREEN...



1 Commander Riker is perplexed by Captain Picard's reluctance to contact Starfleet himself about the Romulans.



3 Picard approaches Dr. Tolian Soran in Ten-Forward in response to his request to speak with the Captain.



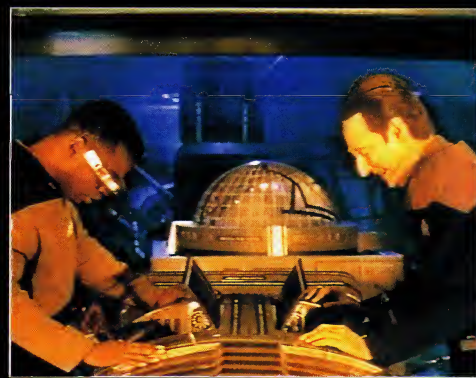
5 Geordi and Data are ordered by Riker to investigate the Amargosa Observatory. Data takes matters a little too lightly.



2 Data, in public now with his newly installed emotion chip, tries a new drink on offer from Guinan.



4 Guinan feels a chilling presence in Ten-Forward as Soran walks out of the bar undetected by his fellow El-Aurian.



6 During Geordi and Data's investigations, Data unnerves Geordi with his humorous asides as he struggles with the emotion chip.



STAR TREK GENERATIONS Part 3

Soran's eyes, and promises to see what he can do.

Meanwhile, in engineering, Worf informs Riker that the Romulans were searching for **trilithium**, a nuclear inhibitor capable of halting fusion within a star. Riker orders Geordi and Data to the observatory to scan for any traces of the compound.

Last laugh

But Geordi finds no evidence of the compound; furthermore, he has to deal with Data's increasingly bizarre and inappropriate behavior, including using his **tricorder** as a hand-puppet, talking to it as if he were a ventriloquist. As they continue their search, Data's cackling laugh grows ever more hysterical, and begins to unnerve and annoy Geordi. Just as Geordi detects a trace of trilithium in an unusual solar probe, Data's emotion chip overloads and he has a seizure.

Dr. Soran appears, having returned to the observatory. In response to Geordi's request for help in contacting the *Enterprise*, Soran smashes a backhand fist into La Forge's face, knocking him cold. He then draws a weapon and takes aim at the cowering Data.

Picard, meanwhile, is brooding in his quarters when **Deanna Troi** arrives to see if she can help him. Picard begins to tell her about his brother Robert and beloved nephew Rene – and, sobbing, reveals that they have both perished in a fire. Picard feels that Rene was the son he himself will never have, and he is tormented by the knowledge that there will be no more Picards to continue the honored family line.

Star burst

A sudden flash outside the window, followed by a distant rumble, interrupts the gloomy mood and sends Picard and Troi hurrying to the bridge, where they learn a solar probe was launched from the observatory, causing the Amargosa star to implode and setting off a shock

wave that will destroy the system. They have less than five minutes to reach a safe distance – but first Riker and Worf are dispatched to find the missing Geordi and Data.

Evil returns

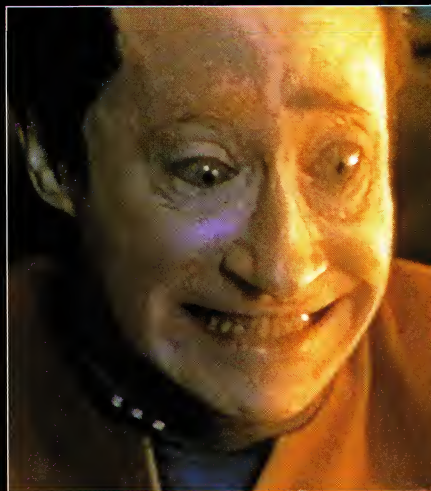
On the observatory, a familiar and chilling voice is heard over the hailing frequency: it is **Lursa**, telling Soran to transmit his coordinates for transport. Soran does so – just as Riker and Worf arrive. To their shock, he fires at them,

forcing them to dive for cover.

At that very moment, back on the *Enterprise*, a **Klingon Bird-of-Prey** is detected decloaking off the port bow. Picard's alarm is all too real: first Romulans, now Klingons! What is happening?

It's too late to start analyzing the situation as the Amargosa star blows up. The *U.S.S. Enterprise* must warp out of the way of the exploding star to avoid a massive disturbance. The remains of the observatory are annihilated in the shockwave.

ON SCREEN...



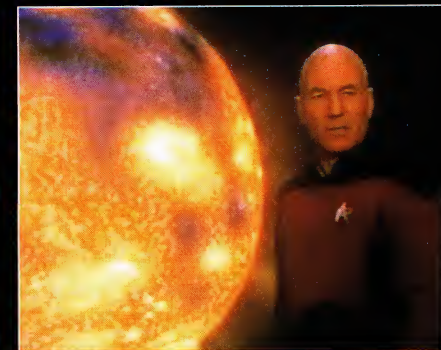
7 Data, overwhelmed by emotion, finally cracks and becomes hysterical just as Geordi discovers traces of the highly volatile compound, trilithium, in a solar probe.



8 On the observatory, Dr. Soran knocks Geordi out with a backhanded blow and then takes aim at a cowering Data. It is now obvious that Soran is up to something.



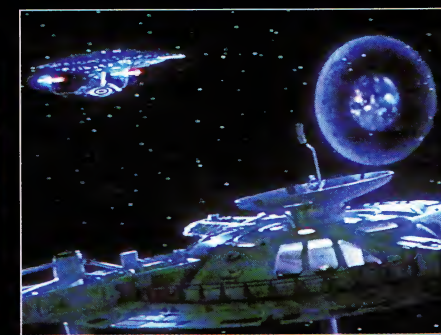
9 Picard confides in Counselor Deanna Troi that he has lost the last of his family line in a tragic fire on Earth.



10 Picard arrives on the bridge of the *U.S.S. ENTERPRISE* to see the destruction of the Amargosa star.



11 Worf and Riker battle with Soran on the observatory just as the Duras sisters arrive to whisk Soran away in a **KLINGON BIRD-OF-PREY**.



12 The *ENTERPRISE* must engage warp drive to escape the shock wave of the exploding star. The full extent of Soran's star-exploding capabilities are now known.

STARSHIP FACTS

A Opting for a life in Starfleet, the childless Captain Picard is doubly hurt when he realizes, after the tragic death of his brother, Robert, and nephew, Rene, that he is the last in his family line.

A Data's neural net is overloaded by the amount of emotion his new chip allows. Data's grasp of emotions is something he will have to get used to in order to be a reliable member of Starfleet.

A The deadly Dr. Soran plans to use trilithium, a rare and deadly compound, to put his planet- and star-destroying project to work.

A continued

Annabelle series

A female android created by the conman **Harry Mudd** in 2267. (*Starship Log*: 'I, Mudd' [TOS]) **SEE FILES 55, 68**

annular confinement beam

A revolving field, also known as ACB, that surrounds a person or object being conveyed through the **transporter** process to insure that the subject remains within the transport beam and can be rematerialized. Although the ACB can be manipulated, if necessary, any rupture of the beam can result in an extremely hazardous release of energy, with potentially fatal consequences. (*Starship Log*: 'Darmok' [TNG], 'The Hunted' [TNG], 'Power Play' [TNG]) **SEE FILES 59, 69**

Ansata

A radical separatist group on the western continent of **Rutia IV** that sought independence beginning in 2296. The Rutian government steadfastly refused to recognize the group, and some Ansata began engaging in terrorist activity, including the abduction of **Captain Picard** and **Dr. Crusher** in 2366 during an attempt to enlist the **Federation** in their struggle. (*Starship Log*: 'The High Ground' [TNG]) **SEE FILES 18, 69**

Antarean brandy

A liquor served aboard the **Enterprise** during significant occasions, such as the dinner honoring **Dr. Miranda Jones** and her colleagues in 2268. (*Starship Log*: 'Is There In Truth No Beauty?' [TOS]) **SEE FILES 7, 68**

Antares-class carrier

A type of starship prevalent in many fleets throughout the **Federation** in the 24th century. The **Corvallen freighter** that spirited **M'ret** to the Federation in 2369 was an **Antares-class** ship, as was the ship that **Starfleet** used to trick the **Cardassians** into revealing that **Admiral Kennelly** was working in concert with them in 2368. (*Starship Log*: 'Ensign Ro' [TNG], 'Face of the Enemy' [TNG]) **SEE FILES 31, 69**

Antares, U.S.S.

The **Federation** science craft that **Charles Evans** destroyed using his psychokinetic ability, shortly after the **Antares** had rescued him in 2266. From Earth's surface, Antares is the brightest star in the constellation **Scorpius**. (*Starship Log*: 'Charlie X' [TOS]) **SEE FILES 31, 68**

Antarin Glow Water

An elixir peddled by the entrepreneur **Cyrano Jones**. According to a merchant from station **Deep Space K-7**, the concoction's only effective use was as a polish for the **Spican** flame gem trinket Jones also marketed. (*Starship Log*: 'The Trouble with Tribbles' [TOS]) **SEE FILE 68**

Antica

Homeworld to the **Anticans**, this planet is one of only two in the **Beta Renna** star system that are fit for habitation. (*Starship Log*: 'Lonely Among Us' [TNG]) **SEE FILES 3, 18, 69**



▲ **Captain Kirk and Ensign Garrovick use an antigrav device to transport an antimatter bomb on the planet Tycho IV, in an attempt to destroy a cloud-like entity.**

Anticans

The cognizant, carnivorous denizens of **Antica**, characterized by their large, hirsute bodies and their preference for live meat. With the help of the **Enterprise-D**, they sought to end their long-running feud with the **Selay** race in order to join the Federation in 2364. (*Starship Log*: 'Lonely Among Us' [TNG]) **SEE FILES 18, 69**

Antide III

The home planet to the **Antideans**. It is located approximately three days' travel, at warp speed, from the oceanic planet **Pacifica**. (*Starship Log*: 'Manhunt' [TNG]) **SEE FILES 3, 69**

Antidean ambassador

The leader of the Antidean mission at the **Pacifica** interstellar conference of 2365, he used his diplomatic rank to conceal an assassination plot involving the detonation of an **ultratum** bomb at the conference. (*Starship Log*: 'Manhunt' [TNG]) **SEE FILES 18, 69**

Antideans

A primarily hominoid race distinguished by numerous Piscean characteristics. Antideans need large amounts of nourishment to sustain themselves, particularly after the catatonic state they resort to during space travel. Their favored food is **vermicula**. (*Starship Log*: 'Manhunt' [TNG]) **SEE FILES 18, 69**

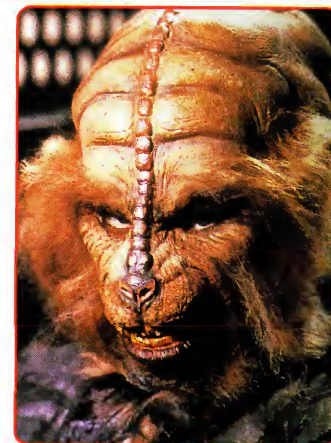
antigrav

A portable appliance, standard equipment on **Federation** vessels, used to handle and transport items too heavy to be carried by a single crew member. A wide range of antigrav uses are recorded in various starship logs, including the carrying of an antimatter bomb on planet **Tycho IV**; moving the robotic **Nomad** to the transporter room; and in shipping pallets to assist with cargo handling. (*Starship Log*: 'Obsession' [TOS], 'The Changeling' [TOS], 'Is There In Truth No Beauty?' [TOS], 'Hollow Pursuits' [TNG], 'Disaster' [TNG], 'The Passenger' [DS9]) **SEE FILES 59, 68, 69, 70**

antigravity generator

SEE antigrav

Annabelle series
annular confinement beam
Ansata
Antarean brandy
Antares-class carrier
Antares, U.S.S.
Antarin Glow Water
Antica
Anticans
Antide III
Antidean ambassador
Antideans
antigrav
antigravity generator
antilepton interference
antimatter containment
antimatter converter assembly
antimatter mine
antimatter spread
antimatter
antiprotons
Antos IV
Anya
anyon emitter
Aolian Cluster
Apella
Appar, Dr. Nel
Appar, Mauna



▲ **The hairy and carnivorous Anticans sought membership with the Federation in 2364, but first had to end previous disputes.**



▲ **Antideans have an aquatic appearance and need plenty of nourishment once they emerge from their catatonic travel state.**



▶ **The allasomorph Anya's pleasant human form belies her true appearance, which is unlogged in Starfleet files. Anya is the protector of Salia.**

antilepton interference

An active particle field that creates interference with starship communications. In 2369, the **Cardassians** released antileptons to hinder **Deep Space Nine** from contacting **Starfleet**. (Starship Log: 'Emissary' [DS9]) **SEE FILES 13, 60, 70**

antimatter containment

A critical state necessary for warp propulsion to function properly and safely, it is achieved through the use of magnetic fields to prevent antimatter from contacting any surface of the ship. Containment failure, or core breach, usually results in catastrophic destruction of the starship, as it did for the **Yamato** in 2365. The **Enterprise-D** has come perilously close to losing its antimatter containment on several occasions. (Starship Log: 'Where Silence Has Lease' [TNG], 'Cause and Effect' [TNG], '11001001' [TNG], 'Violations' [TNG], 'Cost of Living' [TNG]) **SEE FILES 64, 69**

antimatter converter assembly

An integral part of **Federation** starship warp drive systems. **SEE FILES 64, 69**

antimatter mine

An explosive charge carried by **Starfleet** vessels. An **Enterprise-D** shuttle employed an array of antimatter mines with magnetic targeting capacities to intimidate the **Cardassian** armada in the **McAllister C-5 Nebula**. (Starship Log: 'Chain of Command', Part II [TNG]) **SEE FILES 60, 69**

antimatter spread

An essentially harmless display of small, fireworks-like charges used by **Federation** ships to distract and confuse a battle opponent. The **Enterprise-D** used an antimatter spread against the **Borg** in the **Wolf 359** engagement of 2367 to camouflage a departing shuttlecraft. (Starship Log: 'The Best Of Both Worlds', Part II [TNG]) **SEE FILES 60, 69**

antimatter

A form of substantive material that is identical to physical matter except that, instead of 'positive' charges, its atoms are composed of antielectrons, antiprotons, and antineutrons. Any contact between equivalent particles of matter and antimatter results in the demolition of the involved particles, a reaction that can be harnessed to use as an energy source – for instance, in the warp drives of the **Federation** fleet. (Starship Log: 'The Naked Time' [TOS], 'The Apple' [TOS]) **SEE FILES 64, 68**

antiprotons

A unit of matter below the size of an atom, containing a negative charge. Decaying antiprotons release gamma radiation, the traces of which permitted the deadly **Crystalline Entity** to be tracked by the **Enterprise-D** on Stardate 45122. (Starship Log: 'Silicon Avatar' [TNG]) **SEE FILES 5, 69**

Antos IV

This member-planet of the **Federation** is home to a nonviolent and altruistic race with shape-shifting abilities. **Starfleet Captain Garth** was nursed back to health here, before he became deranged around Stardate 5718. A breed of large invertebrate crawlers is also native to the planet. (Starship Log: 'Whom Gods Destroy' [TOS], 'Who Mourns for Adonis' [TOS]) **SEE FILES 3, 18, 68**

Anya

An **allasomorph** native to a **Daled IV** moon, who was the protector of the planet's leader, **Salia**, while Salia was aboard the **Enterprise-D**. To the crew, Anya assumed the form of a human woman; her intrinsic form is unknown. (Starship Log: 'The Dauphin' [TNG]) **SEE FILES 54, 69**

anyon emitter

This engineering appliance was utilized by **Data** to avoid a **chroniton particle** build-up on the **Enterprise-D**, caused by a **Romulan interphase generator**. It also helped to dephase **La Forge** and **Ensign Ro**. (Starship Log: 'The Next Phase' [TNG]) **SEE FILES 60, 69**

Aolian Cluster

Professor **Richard Galen** was conducting an archeological investigation here as part of his attempt to uncover evidence about the initial humanoid occupants of our galaxy. (Starship Log: 'The Chase' [TNG]) **SEE FILES 3, 6, 69**

▶ **The Klingons supplied the technologically primitive 'village people' with primitive weapons and upset the balance of power on Tyree's planet. Captain Kirk felt obligated to redress the balance by supplying like weapons to Tyree and his hill people.**



Apella

The leader of the 'village people' who opposed **Tyree's** hill people on an unnamed planet encountered by the **Enterprise** in 2267. Apella's followers were provided with primitive weapons by the **Klingons**, in an attempt to alter the society's status quo. (Starship Log: 'A Private Little War' [TOS]) **SEE FILE 68**



Apgar, Dr. Nel

The **Tanugan** scientist who was killed in an explosion of his research station in 2366. His widow **Mauna Apgar** accused **Commander Riker** of complicity in his death, but he was absolved through a holodeck recreation that strongly indicated Dr. Apgar had attempted to kill Riker. (Starship Log: 'A Matter of Perspective' [TNG]) **SEE FILES 58, 69**

▶ **Commander Riker was almost implicated in the accidental death of Dr. Nel Apgar in 2366. He was absolved in a holodeck re-creation which pointed the finger at Apgar himself.**

Apgar, Mauna

The widow of **Dr. Nel Apgar**. She blamed **William Riker** for the death of her scientist husband in an explosion, a charge that was not supported by the evidence. (Starship Log: 'A Matter of Perspective' [TNG]) **SEE FILES 58, 69**